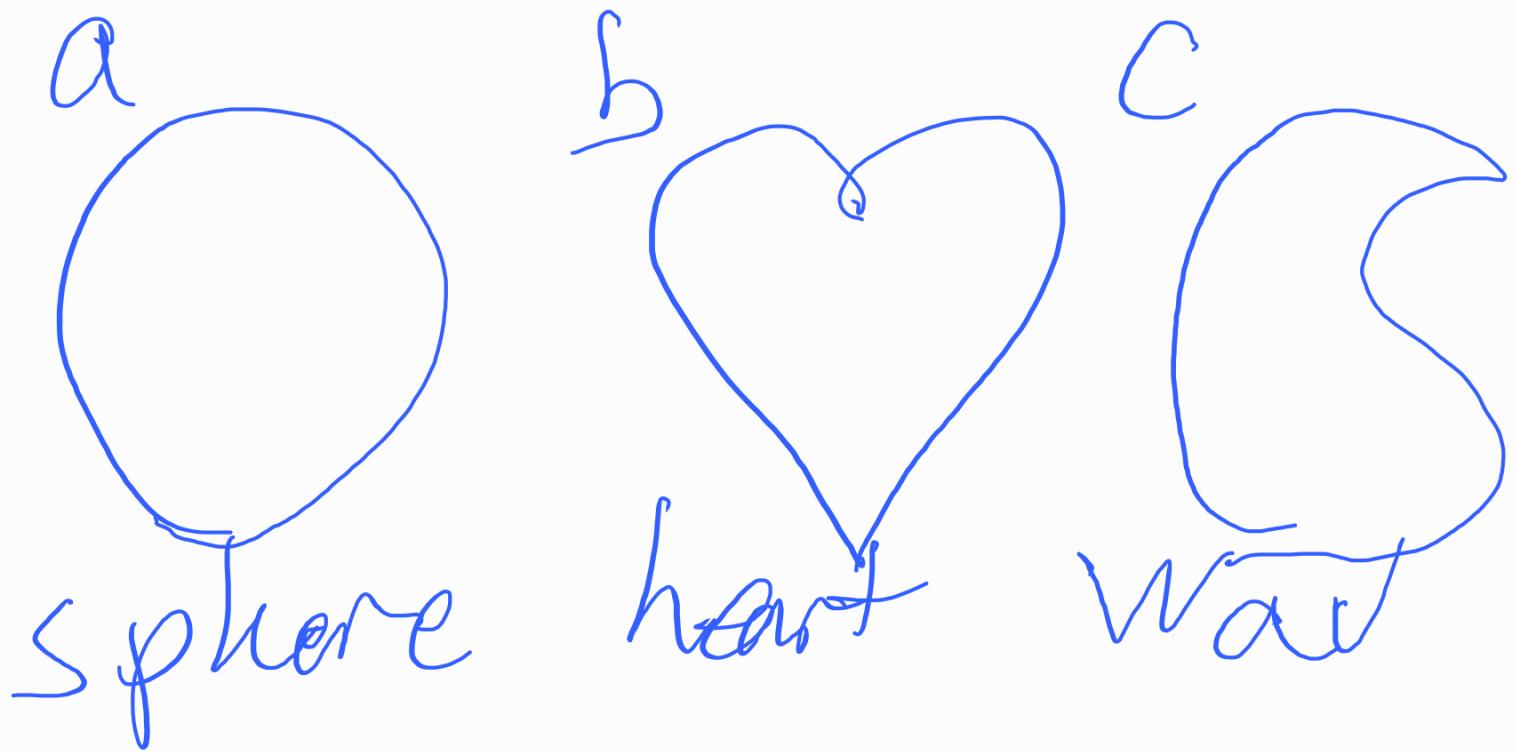
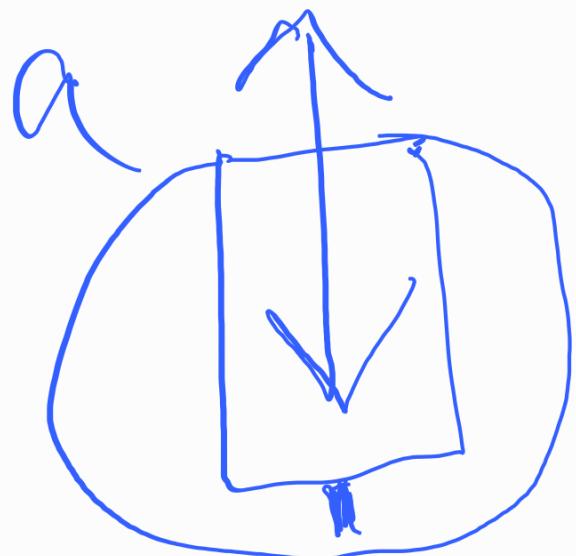


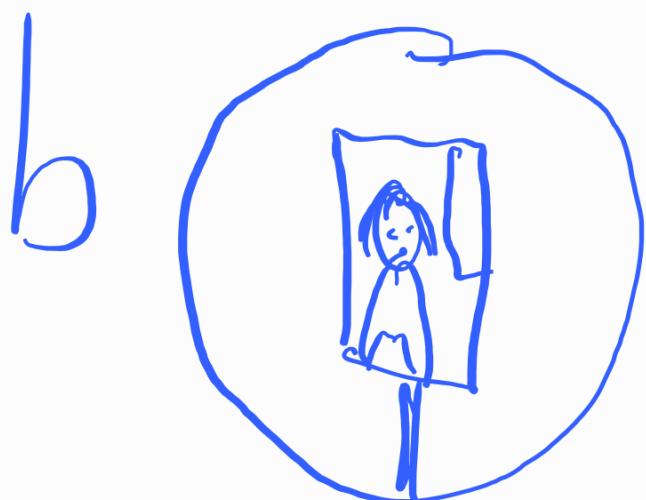
~~#1~~ Head



## #2 Inner head



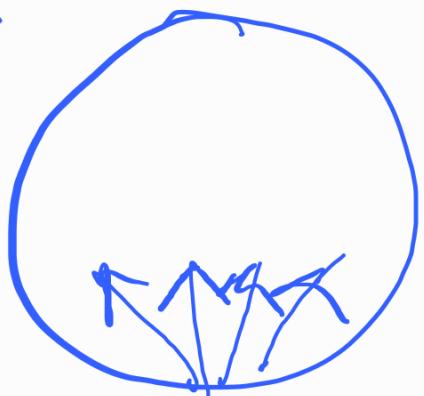
Insertable  
object



Hologram  
object

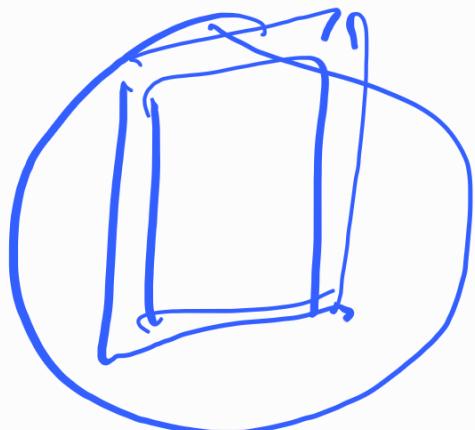
# #3 Lighting

a



Shoot out  
from base

b



Light border  
around the  
object

## #4.1 Feature: light

- a: Static
- b: Slow flicker
- c: fast flicker
- d: Colour changing

---

colours = Member colours  
or  
use a spectrum to choose custom colour

## #4.2 Feature: Objekt

a - Still

b - Spinning  $360^\circ$

c - move side-to-side

d - Spinning in both  
directions  $\approx 30^\circ$   
so always faces front

#4.3 Feature: hologram

Lightstick is linked to  
cosme account. Can  
display any of your  
objekts (with/without  
serial #). Lightstick  
stores objekt DB so  
it can be used offline.

## #4.4 Feature: Scanner

The bottom of the handle can scan object QRs.

Requires linked acc and internet connection.

---

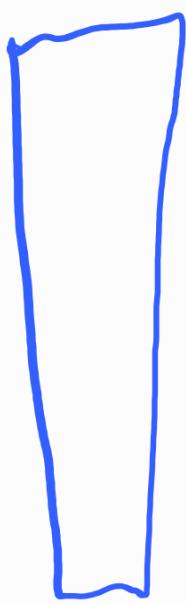
## #4.5 Feature: Sound

Button to play sound:

- a. Signal transition sound
- b. Member's quotes
- c. Member's laugh

# #5 Handle

a.  
b.



Solid colour:  
Can buy member  
colours

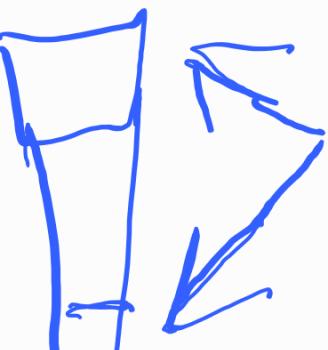
b.  
c.



switchable top  
ring to have  
member colour

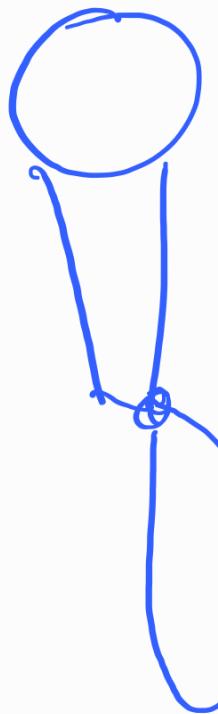
← Also possible  
at bottom.

c.



transparent, controlled  
colour by light.

## #6 Strap



a. Default =

"triples"

b. S# + Member name

c. S1 → S24

all numbers

d. units. e.g.

EVOLUTION /  
Asia

# #7 DLF

(downloadable features)

a. Light colours/patterns = \$

b. Sound files = \$

c. Hologram object  
animations/effects = \$

d. Object move/turn = \$

---

Bought with \$ or como.

Maybe a feature which  
uses x como per minute.